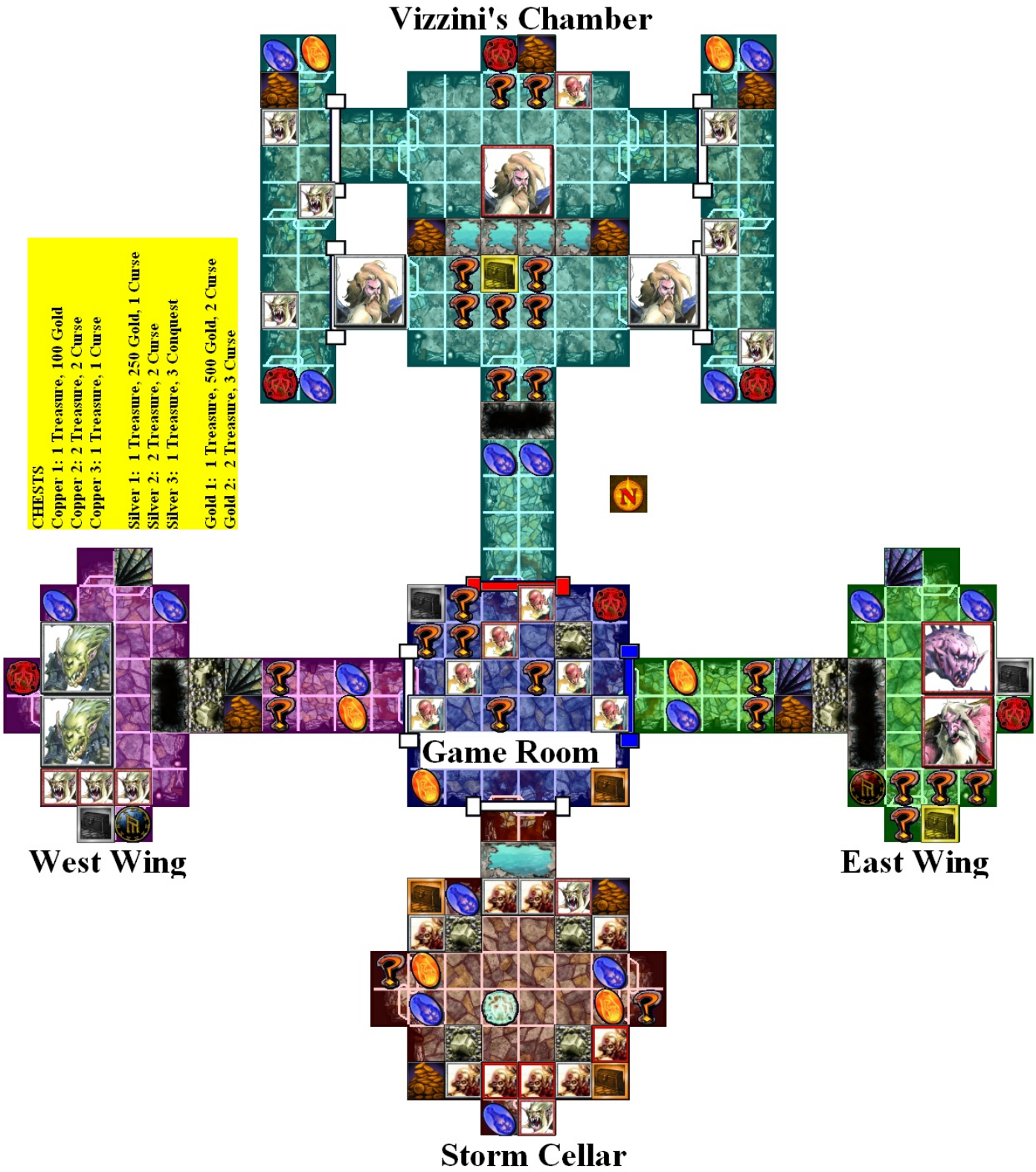
Vizzini's Chamber
CHESTS
Copper 1: 1 Treasure, 100 Gold
Copper 2: 2 Treasure, 2 Curse
Copper 3: 1 Treasure, 1 Curse
Silver 1: 1 Treasure, 250 Gold, 1 Curse
Silver 2: 2 Treasure, 2 Curse
Silver 3: 1 Treasure, 3 Conquest
Gold 1: 1 Treasure, 500 Gold, 2 Curse
Gold 2: 2 Treasure, 3 Curse
Game Room
West Wing
East Wing
Storm Cellar

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# Vizzini's Just Desserts

By Seth Stejskal

## Quest Background

You have been riding escort to the royal caterers for the past three days. Now with less than a days ride remaining to the castle ominous clouds begin rumbling overhead, threatening to downpour upon the Prince's wedding cake. The very cake the caterers have been fussing with for the entirety of the trip.

The nearest shelter is a delapidated farmhouse, who's sole occupant, Vizzini, graciously offers you a warm fire and something that he claims is food. You have your doubts but are nonetheless comforted by the warm soup in your belly. A churning sensation soon wracks your stomach with pain as you let loose a horrendous belch. And then you black out, collapsing right into your wooden soup bowl.

Unsure of what is happening you hope that if it is something horrible it especially happens to the whiney caterers. With that final thought you can hear your hosts gloating shortly before losing consciousness.

"Ha Ha! That will teach Westley to meddle in the affairs of Guilder and Florin nationalists! When Buttercup discovers that there is no royal wedding cake she will refuse to marry that foul pirate posing as royalty! And all of their hopes for securing peace between the two nations will be quite forgotton. For this little service I will retire a very rich man of leisure. So there!"

## Quest Goals

You have been subdued by a madman that is clearly planning to ignite a war between the countries of Filin and Guilder by means of ruining the royal wedding reception. The curr! You must stop Vizzini's nefarious plans by any means possible. You begin with 5 Conquest tokens.

**Important: Unless otherwise indicated any "?" encounter markers indicate a pit trap. They are hidden and are not placed on the board. The levers indicated in the Storm Cellar are placed on the board. A hero moving onto any trap marker has activated a pit trap.**

## Storm Cellar

It appears that Vizzini underestimated all of your constitutions (except for the mostly dead caterers) as you awaken half an hour later covered in poorly made poisoned soup and the taste of wet socks lingers in your mouth. You can tell that you are no longer in the house but in the storm cellar below. Rising to your feet several bodies of victims long betrayed rise to destroy you for disturbing thier troubled slumber.

Beyond you see a murky pool of water infested with Shreiking Eels. . . the only thing that could possibly be worse that Blood Squids!!

**Important: The '?' are levers. Once a hero ends his turn on each lever the water will drain. Remove the water tile when this happens and read the following description.**

With a mighy heave you have pulled both levers. The moat blocking the doorway then swirls down throught metal grates below, allowing you safe passage beyond.

## Game Room

The floor of this grand room is made to look like an enormous chessboard. It appears that you have walked into an argument between several sorceres disagreeing about the rules of chess. Appearantly they feel its unsportsmanlike to drop a boulder trap on your opponant when he has you at checkmate.

## East Wing

You see a pair of Ogres chortling with delight as they play an old favorite "Beastman darts." On the far end of the room you see several battered and bruised Beastmen that appear to have been thrown at a crudely painted bullseye.

**Important: These beastmen are confused for 1 turn while they come to their senses from being thrown against the wall. During this time they do not have the command ability.**

**The debris is unpassible by any means**

## West Wing

As you walk down the stairs you see a Giant playing golf while a Naga holds a skeleton in place to be knocked into the dark abyss below. With a tremendous bellow the Giant swing its massive club and knocks the skeleton cleanly into the pit. Seeing you the giant points to the pit with a snaggle toothed grin.

"C'mon Raymond grab those little ones for my next shot. I bet they go squish when I hit 'em. Har! Har! Har! Har!"

**Important: Raymond the Naga will grapple heroes so that Bubsy the golfing giant can knock them into the bottomnless pit. Any hero flung into the pit will be immediately killed.**

**While Bubsy the Giant has a reach of 2, Raymond the Naga will automatically avoid any attacks that may have otherwise come from Bubsy.**

**The debris is unpassible by any means.**

## Viccini's Chamber

Upon entering this massive ornate chamber you spot Vizzini ordering several beastmen about. Then from across a makeshift moat he spots you.

"Inconceivable!" He shouts, appearantly dumbstruck that you are all alive and attempting to thwart his best laid plan. "I obviously uderstimated you. You must be very strong to have defeated my giant. And very skilled to best my ogres.

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And to have defeated my sorcerers. . . well that means absolutely nothing. But you can be sure that I wont let their failures be in vain.

Sigfried! Roy! Dispose of these unwelcome guests!"

With a wave of his hands a group of manticores spring into action as the beastmen guards rush to the attack.

**Important: In this area, the Overlord may pay 6 threat to activate Rage on a Manticore. He may do this multiple times for multiple Manticores. This may be stacked.**

**This Master Manticore has DOUBLE the normal starting wounds.**

## End

**Important: Upon defeating the master manticore the heroes have won. Read the following description.**

You have defeated Vizzini's minions. His lair is in shambles and the cake has been rescued! However its seems that Vizzini is a man of trickery and not combat and has managed to slip out a secret entrance behind his overly comfortable looking chair.

You have won the day and preserved the sanctity of continued peace throughout the lands. But you do not feel that this is the last to be seen of Vizzini, the genius Sicilian hunchback! You and your companions vow to remain wary for his untimely return.

Congratulations you are victorious! You have earned a final 5 Conquest Points.

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